

SEGA

SHADOW OF THE

REX

CD  
ROM  
S



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.™

**MA-13**

Parental Discretion  
Advised.

Mature Audiences



**EPILEPSY WARNING:**

**READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

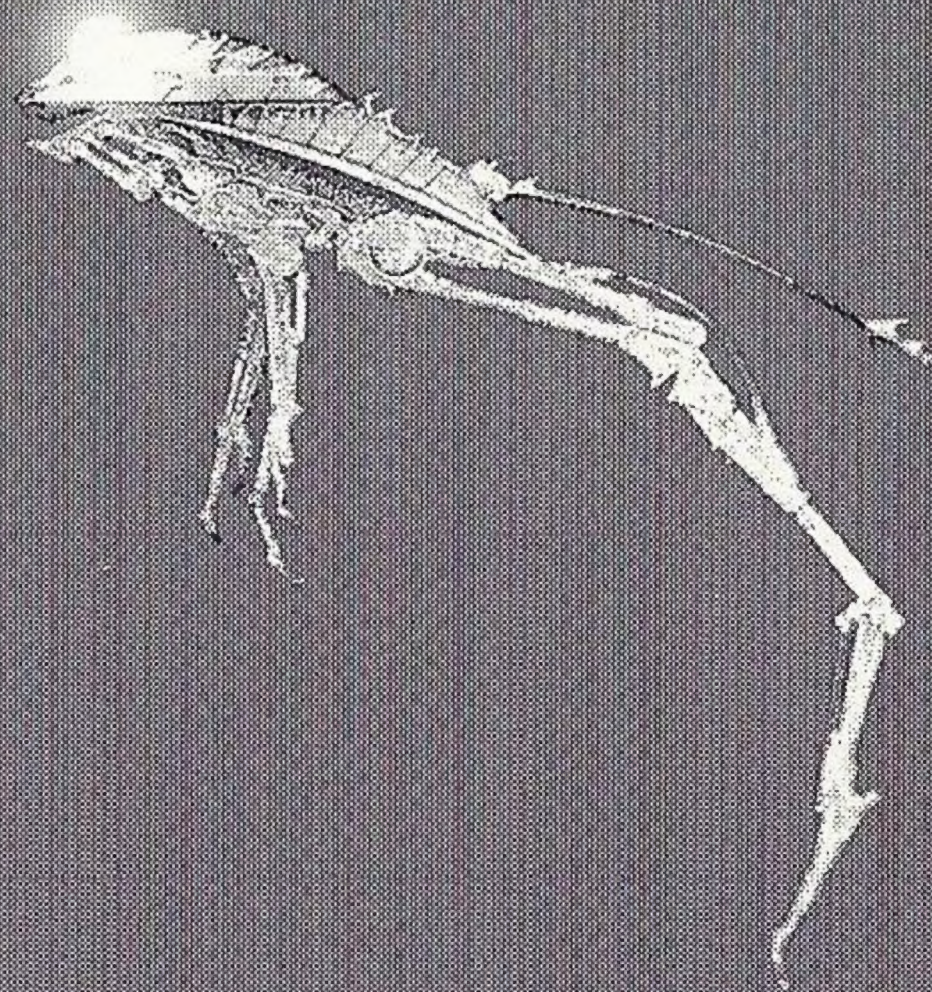
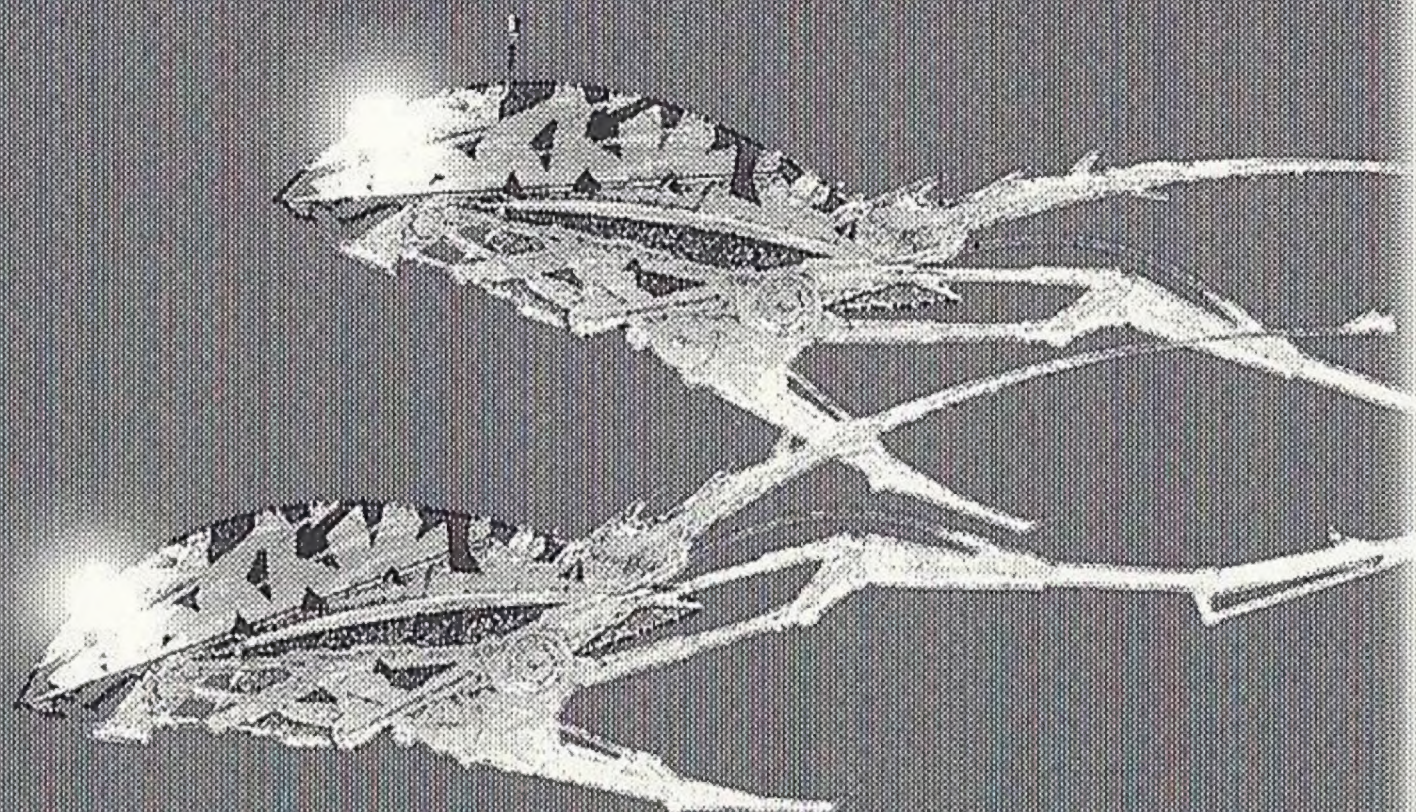
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



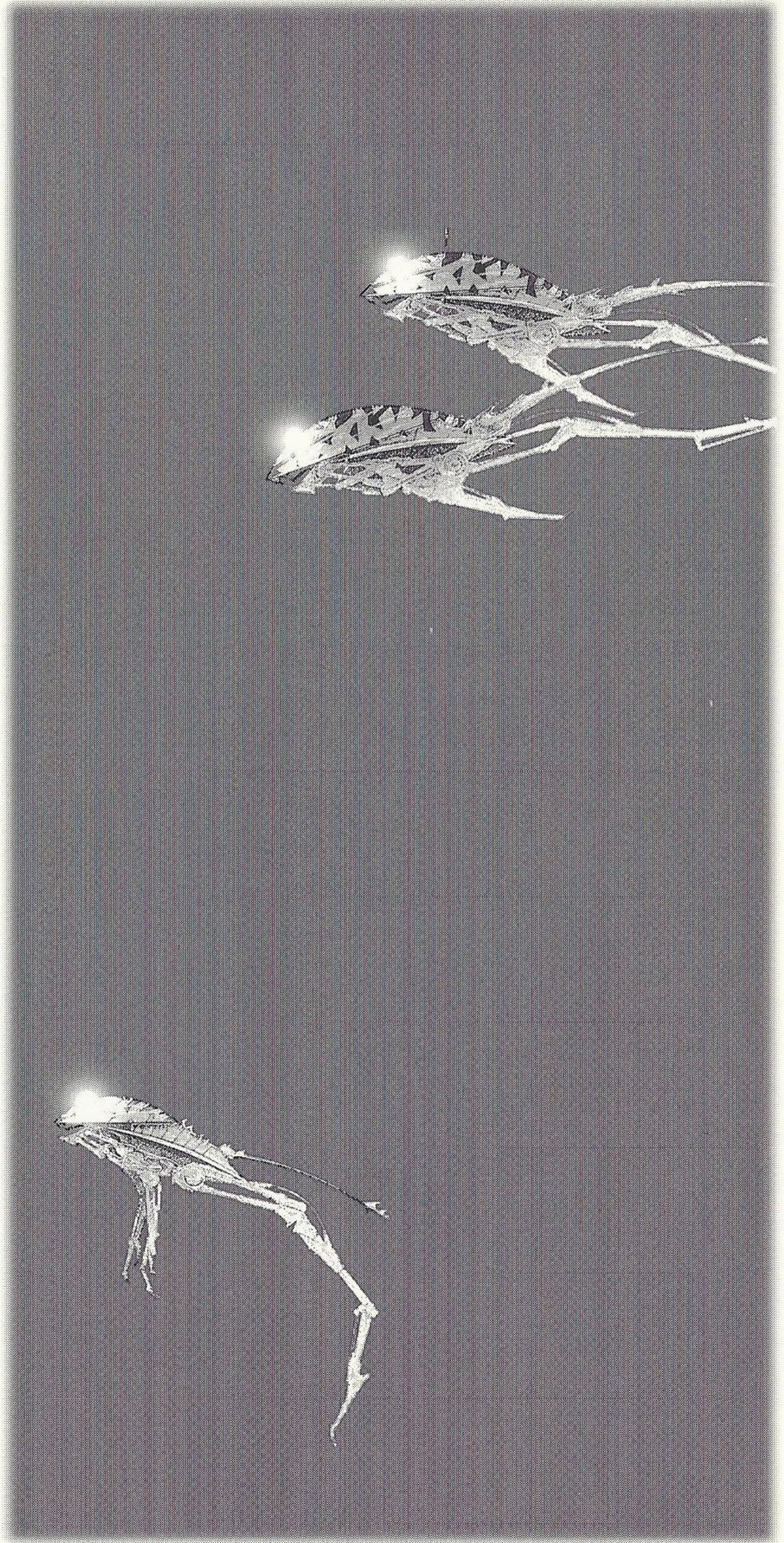




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## HANDLING YOUR SEGA CD™ DISK:

1. This Shadow of the Beast II CD is intended solely for use with the Sega CD.
2. Do not bend it, crush it or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other sources of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
5. KEEP YOUR CD CLEAN. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

## STARTING SHADOW OF THE BEAST II:

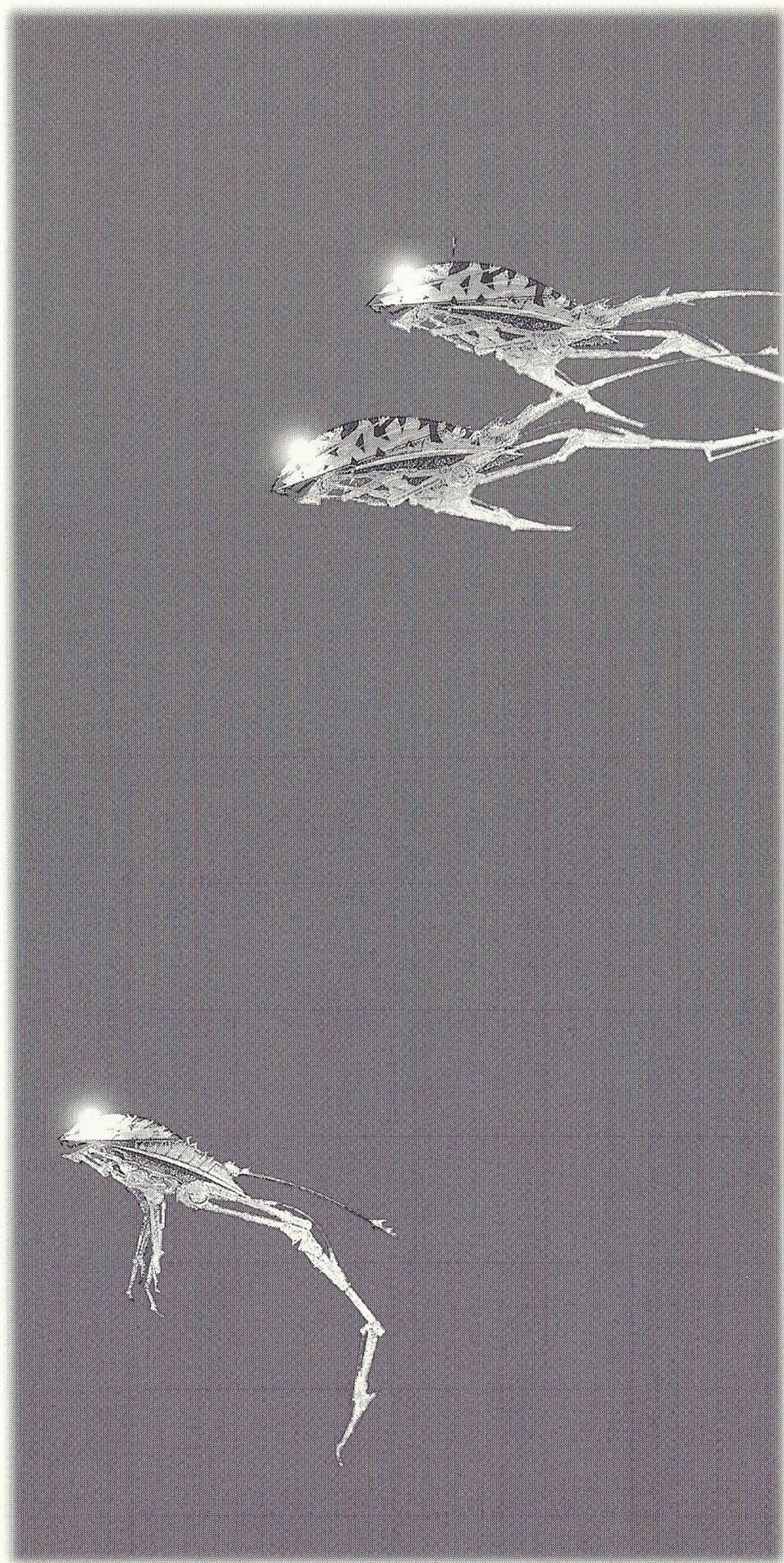
1. Set up your Sega CD system according to the instruction manual supplied with the system. Microcosm is programmed to take full advantage of the Sega CD System's stereo capabilities, so hook your Sega CD up to a stereo to fully experience the awesome sound effects and soundtrack!
2. Insert the control pad into number 1 port.



3. Make sure that there is no cartridge in the slot on your Genesis. If there is, **turn the power off** to your system, and then remove the cartridge. **Warning: Never insert or remove a cartridge from the console while the power supply is on!**
4. Follow the instructions provided with your system to open the CD drive and insert the CD onto the bed of the drive, making sure that the printed side face upwards.
5. Close the drive following the instructions which came with your Sega CD System 6. Press the **START** button to begin play.
7. After a brief pause, you should see the Sega logo. If it fails to appear, turn the console off, make sure that it is set up correctly and turn the machine back on.
8. To skip the introduction, press the **START** button until the Main Menu appears.









## THE STORY SO FAR:

### **THE SETTING**

Some time ago, the Beast Lord Maletoth ruled the land with a dark malevolence. Maletoth created a huge army of evil Beast warriors to carry out his corrupt wishes, spreading sorrow and misery like a dark miasma across the land.

The strongest and brightest of warriors were pressed into service as Maletoth's Beast army. Held fast by both chains and magic, no human could resist the evil forces which gradually twisted the unfortunate victim's spirit and countenance to do Maletoth's bidding and become his faithful servant.

You were once the pawn of Maletoth, suffering at the hands of his evil mages and their dark arts as they performed their hideous transformation, and making you into a model Beast Messenger. Then, one fateful day you happened to look upon the face of your father as he was being dragged forward for execution. Seeing his tortured image shook your clouded mind free, and revealed the truth about your past. As the sacrificial blade tore into his body and he screamed his last breath, you vowed to exact a heavy retribution for slaughtering your father and corrupting your mind and body. They would pay for their cruelty!

Using your Beast-like powers you scoured the land in search of the Beast Lord and vengeance.

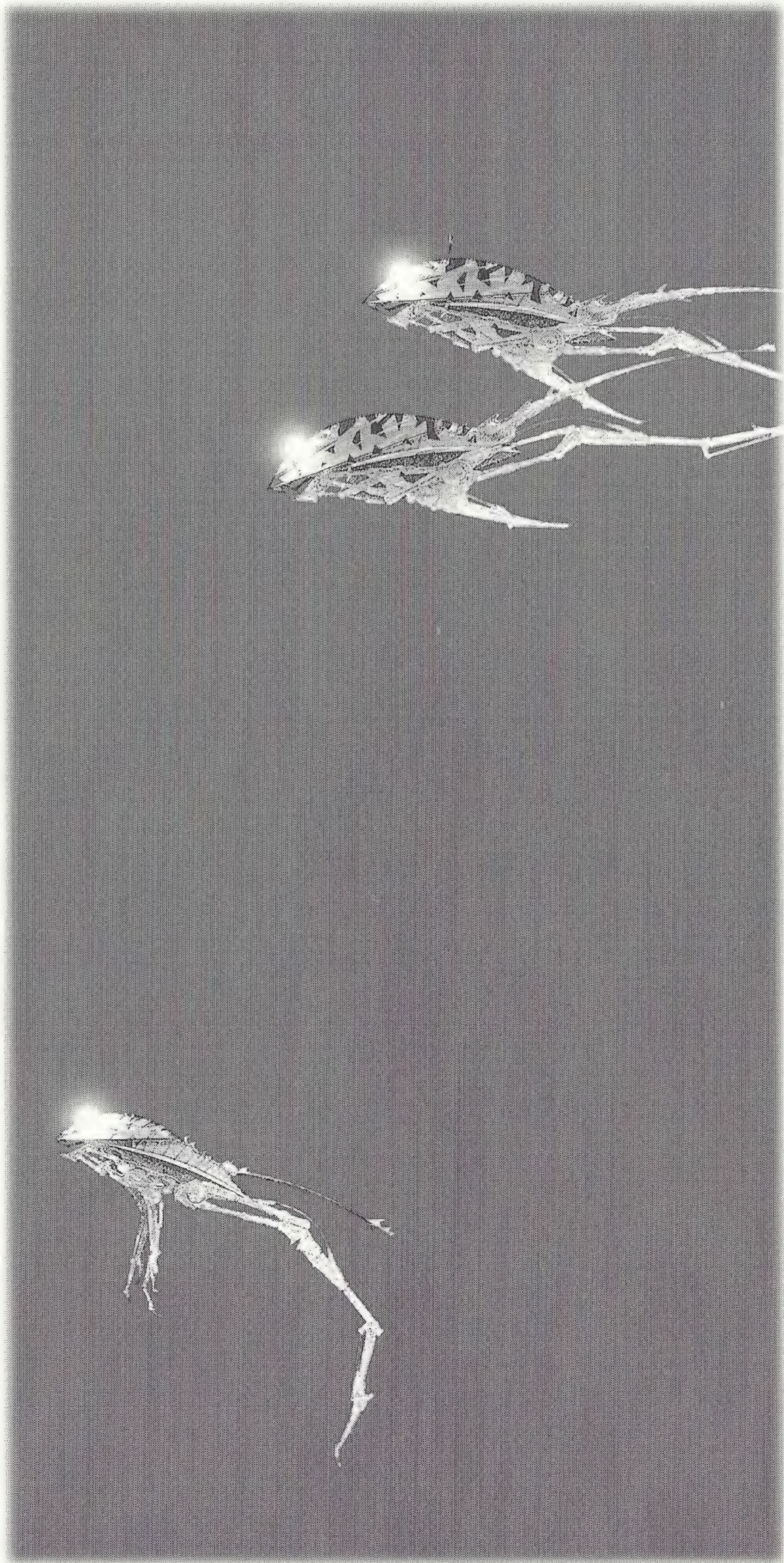


Fighting your way through a seemingly endless barrage of adversaries, you struggled valiantly towards a confrontation with Zelek, the Beast Mage. A tremoundous battle ensued from which you eventually emerged the victor.

Zelek's defeat unraveled his horrible spell over you, freeing you of the horrible Beast body. Victory was fleeting, though, tempered by the sinking sensation that Zelek was sure to return.

Late one night, a terrible thunderstorm shatters the normally tranquil night sky. After tossing and turning, you fall into a fitful sleep, and enter the dreamy state commonly known as clairvoyance...







## **THE DREAM**

A blanket of pitch black drapes over the land, blending shapes into a mass of indefinable darkness, occasionally shattered by shafts of brilliant lightning.

In the manic dancing of the diamond-white tongues of energy, one shape stands out in stark contrast from the rest of the landscape: a tower, so tall that its pinnacle seems to reach into the heart of the storm. The single window near its top is almost as black as the surroundings, but closer study would reveal a faint glow from inside, and a humanoid shape staring out over the landscape.

Darkness is Zelek's ally, the only place in which he finds solace, yet the increasingly frequent bolts of dazzling lightning do little more than punctuate his lonely musings. As he sits, deep in thought, his chair seems less comfortable than usual, but then what manner of being could be comfortable with the heavy burden of the Beast Lord's disappointment?

His recent clash with the former Beast warrior was, at the time, more an annoyance than a serious setback. Zelek is certain that the warrior's victory was due more to incredible luck than skill. Unfortunately, Maletoth, Beast Lord, cares very little for explanation, or for failure. Maletoth has made it painfully clear that Zelek's defeat at the hands of a mere mortal warrior was unacceptable, and that if Zelek did not remedy the situation, the position of Beast Mage would become available...probably through the sudden disappearance of the current occupant. To add insult to injury, the loss of Maletoth's prize warrior messenger meant that Zelek would



have to personally meld a human child to fill the position, to insure that the child was appropriately 'trained' as quickly as possible.

Any humanoid child would suffice to provide Zelek with raw materials for another warrior messenger. But Zelek's defeat demands retribution. His lackies are even now searching the land in an effort to find a suitable candidate, but time marches on and Maletoth is not well known for his patience.

As he contemplates entering the search himself, one of Zelek's many underlings crawls into his presence and, grovelling on the floor in a pathetic attempt at homage, tells him of the birth of a child many leagues to the north . . . "On the outskirts of Deadwood Forest there's a small cottage beneath a ridge of granite. She lies within."

Doubting the suitability of a female for the role of warrior messenger, Zelek enters a shallow trance of clairvoyance, and sends his thoughts to the area described by the whimpering subordinate.

Transporting his mind into the cottage via the narrow chimney he looks down on the baby from the darkness of his storm-torn tower. A burst of revelation suddenly hits him as he examines the child's aura, and with a single blink, reunites his thoughts and physical self.

Standing, he pushes the servant aside, strides to the window and jumps through, plummeting towards the river far below...

Long before he hits the broiling, dark waters,



Zelek effortlessly metamorphoses into his Beast persona. Beating huge leathery wings against the howling wind, he quickly gains altitude to be amidst the thunder and lightning that seems to guide him unerringly towards the lonely cottage.

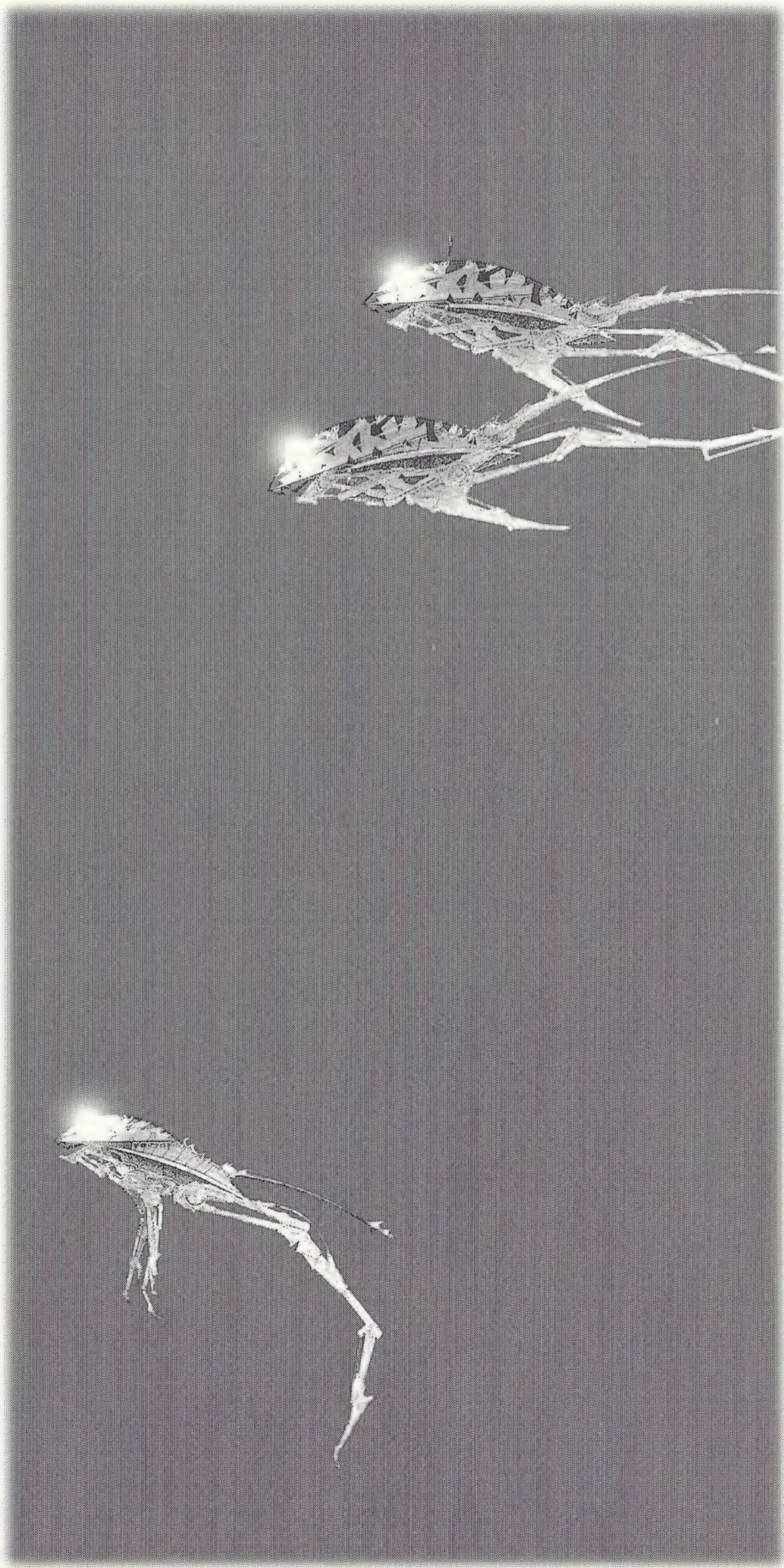
Landing on a high ridge, he resumes his humanoid form to look down on the cottage, to confirm his earlier findings. A rare grim smile spreads across Zelek's stony face as he contemplates the pain he's about to inflict on a certain ex-warrior messenger.

An angry bolt of lightning hails Zelek's transformation back to his Beast form and, wings spread wide, he glides down to the roof of the cottage, screaming against the thunder.

Pausing for but a brief moment to bask in glorious feelings of retribution, he smashes a clenched talon through the fragile roof, and reaches past the terrified mother into the crib to grab the baby. The mother can only scream, petrified by fear as she watches the horror unfold.

Holding the baby tightly in his talons, Zelek launches himself into the night, his thoughts filled with the sweet taste of revenge...







## **BEAST II: THE SHADOW DEEPENS**

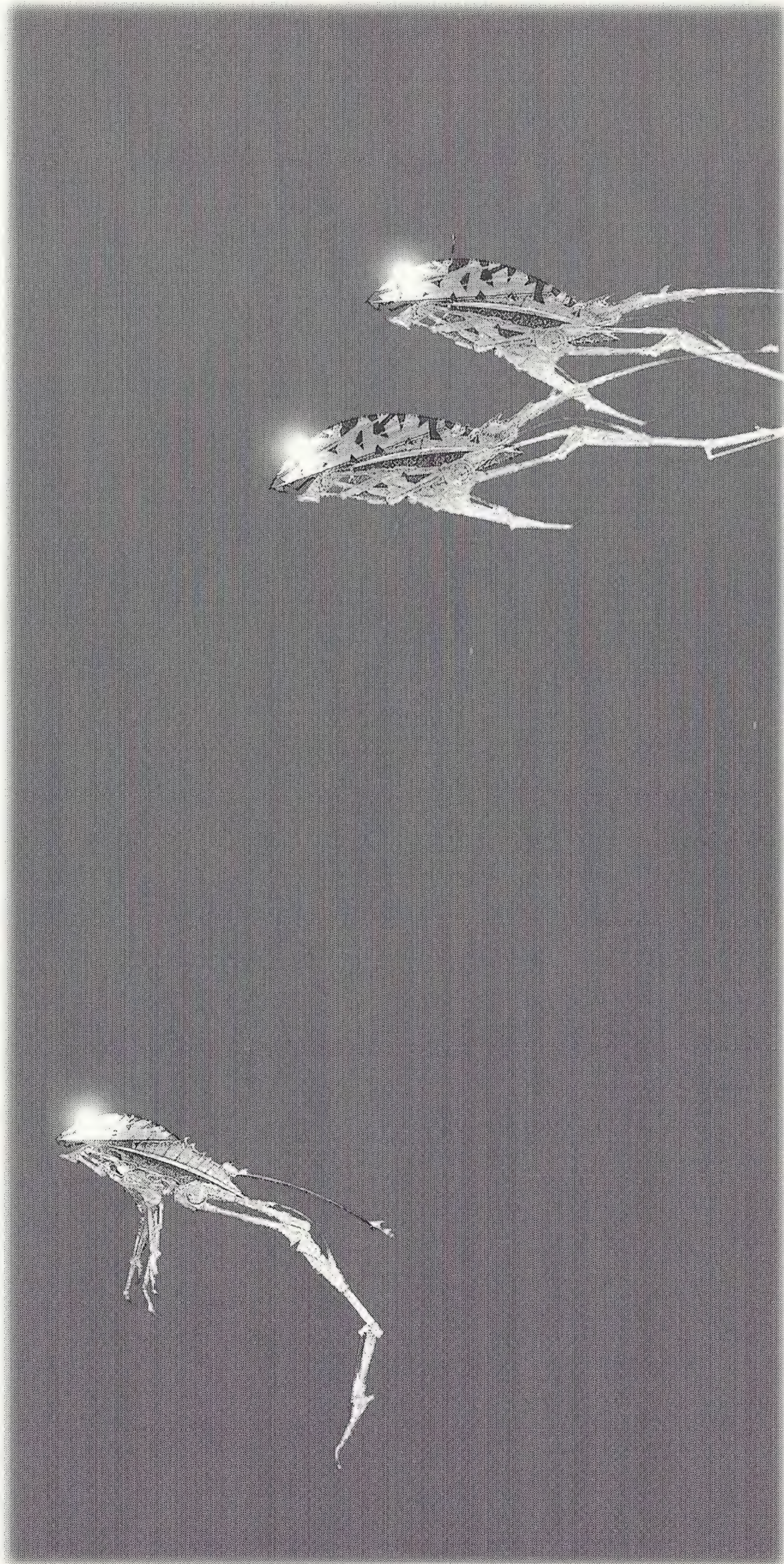
With a start, you awaken from your clairvoyant dream, drenched with sweat from your nightmare.

Your baby sister has been captured by the Beast Mage! Stolen from her crib, she's been taken to Kara-Moon, a strange and hostile place, and Zelek's stronghold. She is to be subjected to years of forced labor and mind control until eventually taking your place as warrior messenger to the Beast Lord. This must not be allowed happen!

At first late, you scrape together your few material possessions, and raise enough gold to purchase a mace. Using the last of your gold, you buy passage to Kara-Moon on a Tragon; one of the few mercenary creatures willing to travel to such a dangerous place in the heart of Maletoth's kingdom.

Following a journey fraught with peril, you eventually reach Kara-Moon and, armed only with a mace, prepare for battle. Ironically, without the benefit of the Beastly powers you fought so hard to shed, will you be strong enough to succeed?





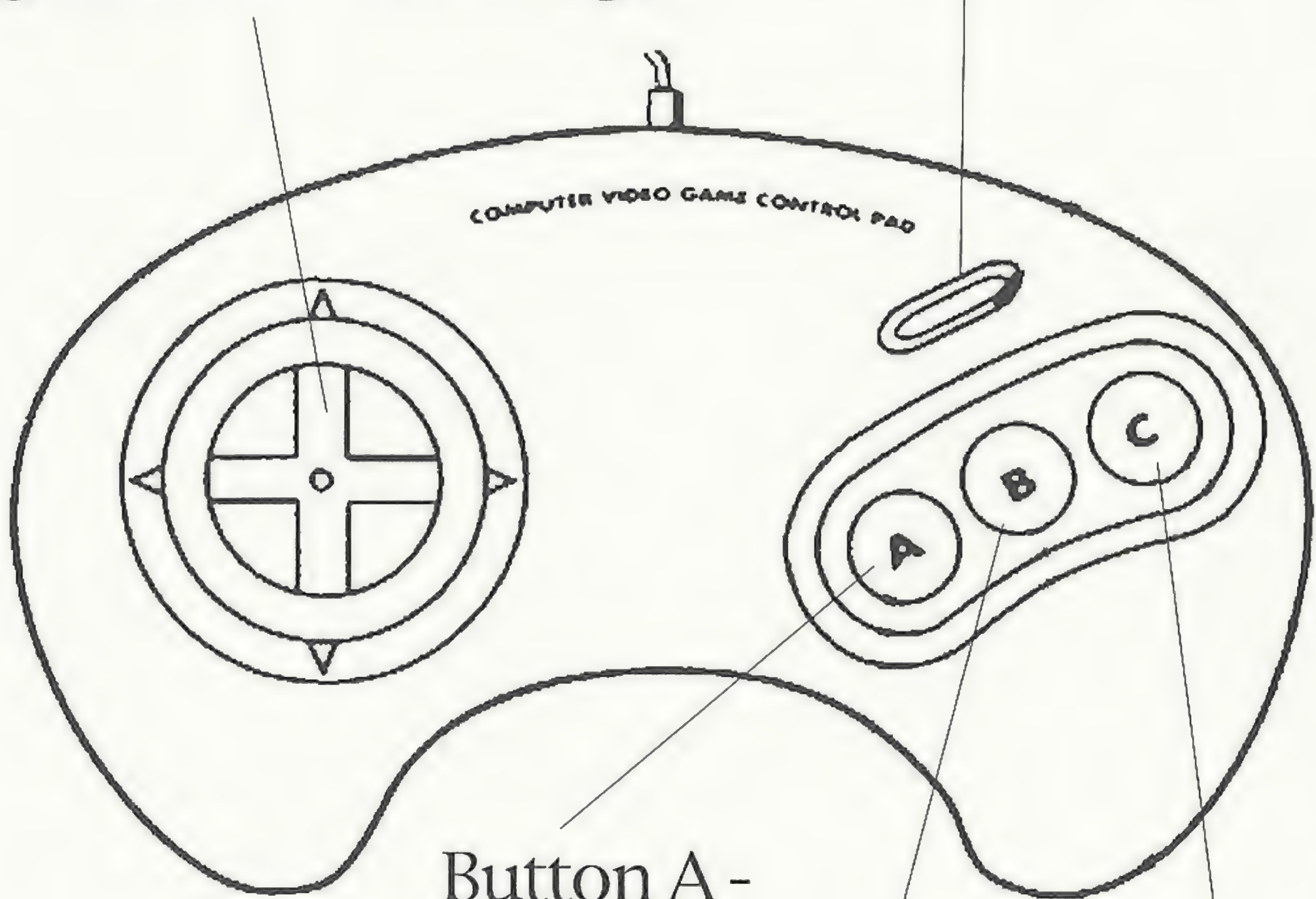


## GAME CONTROLS:

The warrior is controlled using a single Sega CD Control Pad in control port 1. The following diagram illustrates the control features of the joypad.

Start - Pauses the Game, or skips past Movie Sequences

Down Arrow - Crouches  
Left Arrow - Move left  
Right Arrow - Move right

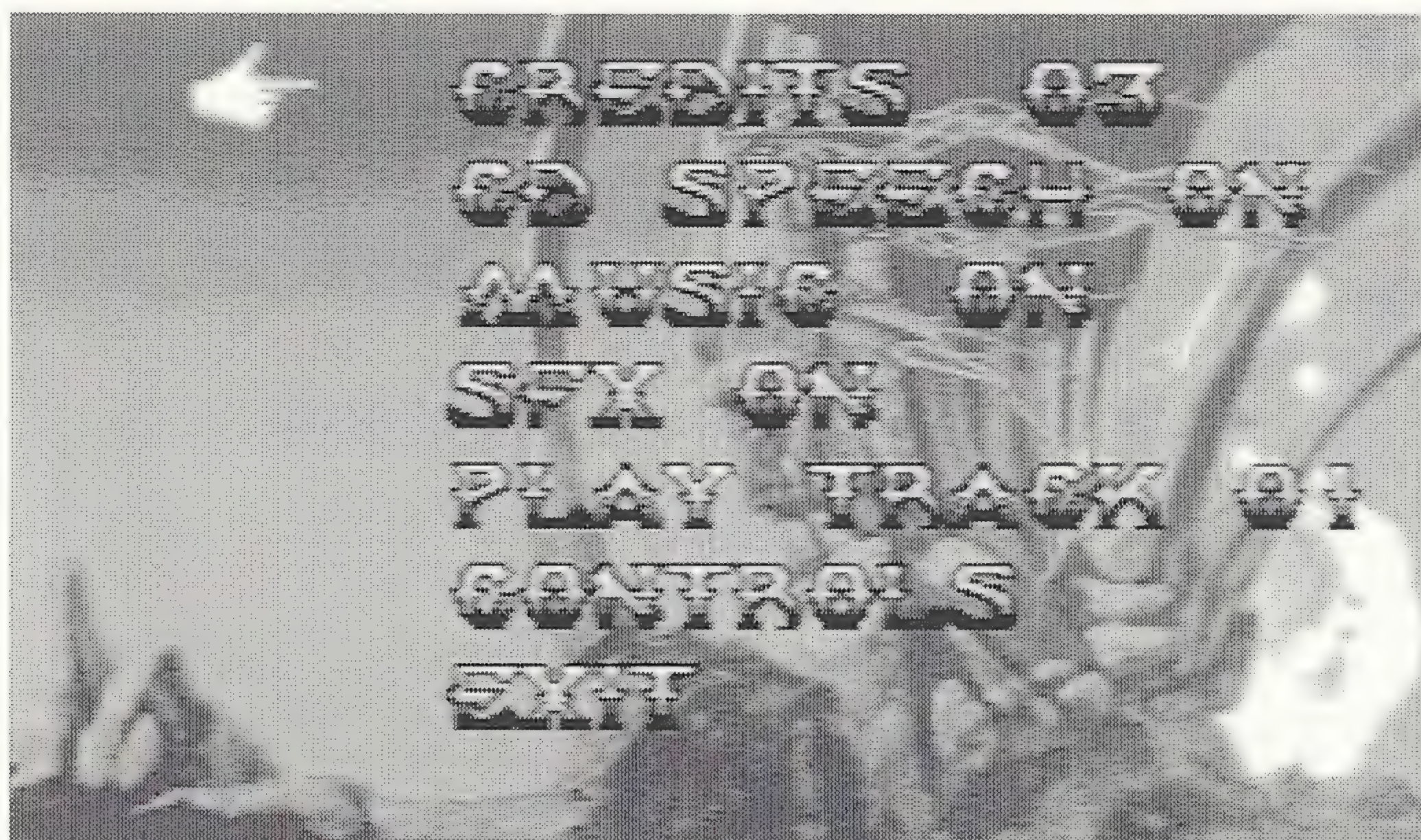


Button A -  
Select  
weapon/  
object

Button B -  
Attack/  
Use object

Button C -  
Jump





## MAIN MENU:

This is where you'll arrive just after viewing the introductory movie (or after pressing **START**) to bypass it.

The Main Menu consists of 2 choices - **Start** and **Options**. To select one of these options, simply move the orb at the side of the selection using the **UP** and **DOWN D-BUTTONS**. Press the **START** button to select an option.

## START

Start the game at the very beginning of the saga. At this point, you've just been dropped off by the Tragon, and your adventure begins.

## OPTIONS

The Options menu allows you to configure the game to your liking in a number of ways. You can move the pointing hand among the options by using the **UP** and **DOWN D-BUTTONS**. The following is a description of each one of the individual options:



## **Credits**

When you enter the game, you usually have 3 lives. Press **A**, **B**, or **C**, while the pointer is on this option to change the number of lives you have available to complete the game. You can give yourself as few as 1 or as many as 6 credits.

## **CD Speech on/off**

Shadow of the Beast II contains a large amount of digitized speech. You can select whether you hear the speech or not by pressing **A**, **B**, or **C**, while the pointer is on this option, thus turning it **ON** or **OFF**.

## **Music on/off**

Shadow of the Beast II contains all sorts of great digital music. You can select whether you hear the music or not by pressing **A**, **B**, or **C**, while the pointer is on this option, thus turning it **ON** or **OFF**.

## **SFX on/off**

Shadow of the Beast II contains all sorts of neat noises. You can select whether you hear the Sound Effects or not by pressing **A**, **B**, or **C**, while the pointer is on this option, thus turning it **ON** or **OFF**.

## **Play Track 01 - 12**

This option allows you to select the in-game music track you wish to hear by pressing **LEFT** or **RIGHT D-BUTTONS**. Start the selection by pressing **A**, **B**, or **C**.



## **Controls**

Selecting this option allows you to enter the control sub-menu, where you can configure your Sega joypad using the following instructions.

The default control setting is:

A - Weapon/Object Select

B - Attack/Uses currently selected object

C - Jump

Press the any of the joypad buttons to change each of the controlling buttons. Simply press any of the buttons until the desired combination appears. Don't worry if you go by the one you want, as it will come back after you have exhausted all 6 of the possible combinations.

Press the **START** button to return to the main Options screen.

## **Exit**

Selecting this option will return you to the Main Menu.







## THE GAME:

You will be exploring the lands of Kara-moon, visiting its inhabitants, and looking for information regarding the whereabouts of Zelek.

The land of Karamoon is large and fraught with dangers. Some of the inhabitants will be openly hostile, as they protect their territory, or act on their orders from Zelek and Maletoth.

Beware of the myriad traps which await you, and gather information and items whenever possible...except of course, when it doesn't help your cause.

Occasionally, as you trek through Kara-Moon, you will run across an animated movie sequence. Pay attention to these, as they may provide valuable clues. If you wish to skip the movie (for instance, if you've seen it already), simply press the **START** button.



## YOUR OBJECTIVES (AND SOME HINTS):

To save your sister you must fight your way across the dark land of Kara-Moon to reach the Beast Mage and defeat him in battle once again.

You will confront many creatures on your journey, some of whom may have information for you while others are bent on your destruction. Physical contact with enemies (or their weapons) depletes your life energy.

Collectable weapons are scattered throughout Kara-Moon as are other useful objects and gold.

Gold can be used to purchase weapons or food to restore lost energy. It may also gain you access to otherwise unattainable places.

Some of the puzzles and obstacles you encounter may require help from other characters - voluntary or otherwise - to overcome them.

Throughout the game, you'll collect objects that will help you on your quest - both weapons and other, more 'subtle' objects. It is up to you to discover just what they do and how they can be best used.



# CREDITS

<i>Original Amiga Version</i>	<i>Reflections</i>
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## **REPAIRS/SERVICE AFTER WARRANTY PERIOD:**

If your Sega CD requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed below. You will be advised of the estimated cost of repair and receive detailed shipping instructions.

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